MONOPOLY

SEGA®
FROM TONKA

GO

SEGA®

Contents

Loading Instructions: Starting Up.

1. Make sure the power switch is OFF.

2. Insert the MONOPOLY® cartridge in the Power Base (shown below) by following instructions in your SEGA SYSTEM™ manual.

3. Turn the power switch ON. If nothing appears on screen, recheck insertion.

NOTE: This game is designed for up to ten players. Use both Control Pads and pass either one of them to the player whose turn it is.

IMPORTANT: Always make sure the Power Base is turned OFF when inserting or removing your Sega Card/Cartridge.™

Insert Mega Cartridge

Insert Control Pad 1   Insert Control Pad 2
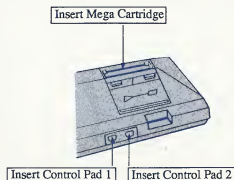
It's Parker Brothers' MONOPOLY®

Welcome to the original real estate trading game where everything from the roll of the dice to Community Chest brings you the same action, fun and excitement as the MONOPOLY® board game. So you know this is going to be fun. There are tokens, properties and GO TO JAIL, with the opportunity to become a wealthy land baron . . . or a pauper if your luck turns bad!

The object of MONOPOLY® for the SEGA SYSTEM™ is simple: get rich and you win. But play shrewdly because the perils of a wrong move can be costly. It goes like this: bankruptcy. So roll the dice and let the winner take all.

Taking Control

Before you begin playing , learn which buttons prompt the moves and functions you'll need during play.

Basic Functions:

DIRECTIONAL BUTTON (D-Button)
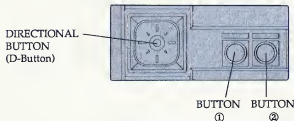
BUTTON ①   BUTTON ②

Your Control Pad is equipped to execute these moves.

Your Directional Button: (D-Button)
- Moves selection arrow along the game menus.
- Creates numerical values.
- Selects tokens.

Button 1:
- Enters D-Button's selections.
- Rolls dice.

Button 2:
- Starts play.
- Cancels different functions.
- Increases the speed of these functions:
  - Scrolling Tokens.
  - Increase/Decrease of numerical values.
  - Movement of red indication ball.

Choose A Token

There are a total of 10 tokens to choose from. First use D-Button to preview all tokens. To select your token, choose one and press Button 1 to enter.

HAT

HORSE

IRON

CANNON

LOCOMOTIVE

THIMBLE

DOG

WHEELBARROW

CAR

BOOT

Name Entry

Use the D-Button to move the cursor to the appropriate characters in your name and press Button 1. Repeat this until your name is spelled. Now move to "Done" with D-Button and press Button 1. To omit this procedure, press Button 2 and the cursor will move to "Done." Press Button 1 to confirm. The selected token will be identified with its given name, i.e., the car will be called "car."

Number Entry

During game play, you'll need to enter numerical values for sales prices, bids, computer level, etc. The D-Button will execute this operation. In order to increase/decrease the value by one, move the D-Button up/down respectively.

In order to increase/decrease the value by ten, move the D-Button left/right respectively. To speed the procedure along, hold down Button 2 during selection. Press Button 1 to enter the final value. To cancel any transaction, enter a zero value and press Button 1. To cancel any auction bid, enter the current highest bid, then press Button 1.

Computer Player

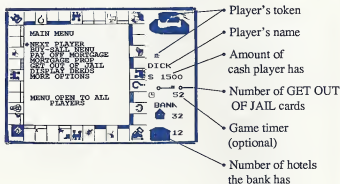The computer player has three levels of intelligence:

1. . . . . BEGINNER
2. . . . . INTERMEDIATE
3. . . . . EXPERT

If you play against the computer, you'll have to select its token although the computer will name itself by the player number it occupies and the level of skill. This will distinguish one computer player from the next, since you're allowed as many as ten computer players in all.

Use the D-Button to select the computer player and press Button 1 to enter.

How to Read The Main Screen

In the course of playing MONOPOLY, this is the central screen around which the game play will center.

- Player's token
- Player's name
- Amount of cash player has
- Number of GET OUT OF JAIL cards
- Game timer (optional)
- Number of hotels the bank has

Interrupt

During game play, it is possible to interrupt the computer players in order to perform a transaction.

- When "Menu Open to All Players" is displayed, as soon as next player is selected, a token will be blinking. During the blinking period, press button 2.

- The "Main Menu" will be displayed at this time and the player requesting the interruption can now choose the option he is interested in. Game play will follow by the usual rules and requirements.

- Many players can participate in turns once the "interrupt" has been activated. When you're finished interrupting the computer players, choose "next player" to proceed with the game.

Convert Player

During game play it is also possible to convert any human players to computer players and vice versa. Simply select this item from the "More Options" menu and you will have the opportunity to change any players you're interested in by following the procedure indicated in the screen messages.

Winner Goes First

Each player rolls the dice to see who goes first. Press Button 1 to roll. The player with the highest roll goes first.

Time Limit

To choose a time limit, answer "Yes" to the question and use the D-Button to set the limit (minutes). Then press Button 1 to enter. When the time expires, the game will end and the winner will be displayed. If the time limit is not established at the start of the game, it can also be selected from "More Options" menu at any time during play and then set.

Roll The Dice

Now it's time to play. After the first player rolls, the token will automatically move the number of spaces indicated by the dice.

Scrolling Tokens

Every time the dice are rolled, you will see the player's token move around the board to a different position. To turn the "Scroll" on or off, select "More Options" from the main menu. To speed up the movement of the token, press and hold Button 2.
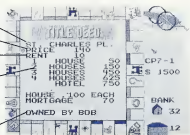
Buy/ Sell or Auction Property

When you land on a property that is available for sale, you are automatically eligible to buy the property. The title deed for the property you landed on will be displayed on the screen.

Status of mortgage

- Name of property
- Price to buy property
- Rent
- Number of houses/
  hotel and rent
- Statement of ownership

When a title deed is displayed, the ownership of the other properties on the MONOPOLY board is shown by the token of the player/owner on that property. Mortgaged properties will display a large "M."

NOTE: The title deed for any property can also be displayed by using the "DISPLAY DEEDS" option from the main menu.

If you do not buy the property, it is up for auction to any players interested in bidding.

• To buy: when you land on a property, a screen will appear asking you to buy or auction. Once you enter the "Buy" option, by using the D-Button to select and Button 1 to enter, the property you've landed on will automatically be sold to you and your money will be debited the amount of the property's worth.

• To Auction: use the D-Button to select this option and press Button 1 to enter. The first player to bid must use the D-Button to select his token and press Button 1 to enter.

Then use the D-Button to select the value of the bid and press Button 1 to enter. The timer will automatically begin to count down from ten. The other players have this time to consider the bid and press Button 1 to stop the timer and counter the bid. The next player must enter a bid following the same procedure. All players may bid and the auction ends when all players concede and allow the timer to run out. The computer automatically awards the property to the highest bidder.

• To Sell: Use the D-Button to select the Buy/Sell menu option, then press Button 1 to enter. Use the D-Button to select your token and press Button 1 to enter. A menu will be displayed with Buy/Sell options. Use the D-Button to make your selection and press Button 1 to enter. Exhibited on the properties are the owners' tokens. Use the D-Button to move the red ball to the property you wish to sell. Press Button 1 to enter. A title deed card for that property will be displayed. The title deed will be followed by the "enter selling price" screen.

Use the D-Button to enter the selling price and press Button 1. After the selling price has been entered, a menu will appear to find out if there are any interested buyers. If no human players are interested, select "NO." If "YES," have the human player enter their bid and select their token. When human players are done bidding, the computer players will enter their bid and the property will be sold to the highest bidder.

If there is no buyer for the property, enter "0" and press Button 1 until an "Illegal Move" message is displayed. No transaction will be carried out and play will continue.

Trade

Properties may be traded one-for-one between players with no cash involved. To Trade, select this feature from the "More Options" Menu and follow the instructions on the screen. The player you wish to trade property with has the option to refuse your offer.

Properties can be traded . . . with cash . . . between human players. To do so, use the "Buy Property" option to purchase the property you want and enter $1. Then have the player you are trading with buy your property for $1, PLUS whatever additional sum that has been agreed on.

Mortgage

In order to buy additional property or to pay rent when funds are limited, you may mortgage a property that is currently owned in full to borrow money from the bank. The value of the property being mortgaged is not lent in full. The bank will pay you 50% of its overall worth. The "Mortgage Property" option can be entered from the main menu or from the "Buy/Sell" menu.

• When you've landed on a property you wish to buy, but you do not have enough money, select the "Buy" option. The "Buy/Sell" menu will appear with mortgage options. Use the D-Button to select, then press Button 1 to enter. The game board will be displayed. Use the D-Button to move the red ball to the property you want to mortgage. Press Button 1 to enter. The title deed card will be displayed. Press Button 1 to carry out the transaction.

When you're prepared to pay off a mortgage, select "Pay-Off Mortgage" from the main menu and then follow the same procedure as indicated above. After you've chosen the property you wish to pay off, and entered your selection, the transaction will occur automatically. And your money will be debited for the value of the mortgage plus 10% interest.

Buy or Sell Houses/Hotels

Use the D-Button to select the "Buy/Sell Menu" option, then press Button 1. When the Buy/Sell menu appears, select the option to "Buy/Sell Hotels/Houses. Use the D-Button to select and Button 1 to enter. The game board will be displayed. Use the D-Button to move the red ball to the property you wish to build on. Press Button 1 to enter. The title deed card of the property will be displayed. You can review the cost of each house, hotel and the number of buildings currently built on the property if any. You can build a hotel if that particular property has 4 houses and all properties in that color group have 4 houses or a hotel.

NOTE: The computer will automatically place the houses/hotels on the appropriate property of that color group. Now, use the D-Button to enter the number of houses/hotels you desire to purchase. Then press Button 1 to enter. The transaction will automatically occur and your money will be debited.

• **Anyone Else?**

This message will not appear unless there is a potential building shortage which occurs if the number of buildings allowed to be built is greater than the number of buildings the bank has. If you're interested in buying, an auction will take place for the available houses/hotel. The first player to bid and those thereafter must use the D-Button to select their token. Then press Button 1 to enter.

The auction will follow the same procedure as previously explained and the highest bidder wins.

Get Out Of Jail

Select this option when in jail. Use the D-Button to select and Button 1 to enter. You will either pay $50.00 or give up a GET OUT OF JAIL card should you be holding one. The computer will automatically spend your card if it is in your possession or debit your money for the amount indicated.

Buy Get Out Of Jail Cards

Use the D-Button to select the "Buy/Sell Menu" option. Press Button 1 to enter. When the "Buy/Sell" menu appears, use the D-Button to select and buy the "Get out of Jail" card. Once you have selected this, then determine the "Get out of Jail" card price. Use D-Button to enter this price, then press Button 1. Use D-Button to select Buyer/Seller, then press Button 1 to finalize the deal.

Display A Title Deed

To review a property's title card, select this option from the main menu. Use the D-Button to select the property you wish to view, then press Button 1 to enter.

When the title deed is displayed, you will see:

1. Ownership of the property.
2. Number of houses/hotels and rent.
3. Mortgage/Unmortgage status.

The game board will also be displayed with properties exhibited with their owners' tokens, the number of houses/hotels on the properties and the Mortgaged/Unmortgaged status. Use the D-Button to move the red ball to the property you want to review. Press Button 1 to enter and the title deed card will be displayed. You may continue viewing properties using Button 1 until you are done. Then use Button 2, to cancel.

Save Game

This game is equipped with a lithium battery for save game capabilities. When you stop playing, select the option, "Save Game," from the More Options menu. The game will be saved at this moment and may be retrieved for further play later.

• **Play Saved Game:** Choose this option when you begin play. You may also restart a saved game during play of a new game by selecting the same option under the main menu.

Game Over

When you stop playing and you do not wish to save your current game, select this option from the main menu. Use your D-Button to select, then press Button 1 to enter. The computer will ask you, "Are You Sure?" to give you another opportunity to save. If you're sure, simply answer "Yes" by using the D-Button. Then, press Button 1. The computer will declare the winner of the game and his assets.

Illegal Moves

Whenever a move that does not follow the official MONOPOLY® rules is executed, this message will be displayed. The move will not be carried out and play will resume at the point before the illegal move was attempted.

Rules Of MONOPOLY®

The following rules are written directly from the official MONOPOLY® rule book. They have been modified to support the computer's style of play.

Object Of MONOPOLY®

The object of the game is to become the wealthiest player through buying, renting and selling property.

Preparation

Each player chooses one token manually. Before play begins, each player is automatically awarded $1,500 by the bank. All remaining money and properties belong to the bank.

Bank's Responsibility

The computer will act as the banker and react automatically to several transactions.

- The bank holds Title Deed cards, houses and hotels prior to purchase and use by the players.
- The bank collects from each player rents, fines, purchases, etc., automatically.
- The bank pays salaries, bonuses, gifts and other awards.
- The bank never goes broke.

Summary of Play

Each player in turn throws the dice. The player with the highest roll starts the play. His token will automatically go first. He'll start at "Go" as will the players to follow. He'll throw the dice again and his token will move to the position indicated by the number rolled on the dice. Two or more tokens may rest on the same space at a time.

According to the space he moves to, the player is entitled to buy real estate or other properties, or be obliged to pay rent, taxes or draw a Chance or Community Chest card, "Go To Jail," etc. The computer will automatically select a card or place you in jail.

If the player throws doubles, he is entitled to throw again and move his token as before. If a player throws doubles three times in succession, his token will immediately be moved to "In Jail."

Each time a player's token lands on or passes "GO," whether by the throw of the dice or drawing a card , the bank will pay him $200 in salary. The player is awarded this salary each time around the board. So even if he just passed "GO" and landed on Community Chest asking him to advance to "GO," he goes forward and will receive $200 again.

Buying Property

Whenever a player lands on an unowned property, he may buy that property from the bank at its printed price. He will then receive the Title Deed card. If he does not wish to buy, the property is automatically up for auction. Every player may bid including the player who initiated the transaction.

Bidding may start at any price and the property goes to the player who bids the highest.

Paying Rent

When a player lands on property owned by another player, the owner is entitled to collect the rent indicated by the Title Deed card. This transaction will happen automatically. If the property is mortgaged, no rent can be collected.

"Chance" and "Community Chest"

When a player lands on either of these spaces, the computer will allow him to choose a card. The "Get Out Of Jail Free" card is held until used or sold. It will return to the pile of cards when it is used.

"Income Tax"

When a player lands on "Income Tax" he has two options: he may estimate his tax at $200 or he may pay 10% of his total worth. His total worth is all his cash on hand, mortgaged and unmortgaged properties, and the cost price of all the buildings he owns.

The computer will deduct the correct amount depending on which option he chooses.

Jail

A player goes to Jail when:

1) his token lands on the space marked "Go to Jail";

2) he draws a card marked "Go to Jail";

3) he throws doubles three times in succession.

When a player is sent to Jail he cannot collect $200 salary in that move since, regardless of where his token is on the board, he must move directly to Jail. A player's turn ends when he is sent to Jail. If a player lands on the space marked "In Jail" during the course of play, he is "Just Visiting" and does not incur any penalties against him.

A player gets out of Jail by:

1) throwing doubles on any of his next three moves. If he succeeds, he moves forward the number of spaces indicated by his throw. He is not allowed a second turn, however, even though he has thrown doubles.

2) using the "Get Out of Jail Free" card if he has it.

3) purchasing the "Get Out of Jail Free" card from another player and using it.

4) paying a fine of $50 before he rolls the dice on either of his next two turns. If the player does **not** throw doubles by his third turn, he must pay the fine **or use** his "Get Out of Jail Free" card, if he has one. He then gets out of jail and is allowed to move the number of spaces his last throw indicates.

Even though a player is in Jail, he may buy or sell property, buy or sell houses and collect rents.

Free Parking

A player landing on this space does not receive any money, property or reward of any kind. This is just a "free" space to land on.

Building Houses

When the player owns all the properties in a color group, he may buy houses from the bank and erect them on those properties. If he buys one house, he may put it on any one of those properties. The next house he buys must be erected on one of the unimproved properties of this or any other complete color group he may own.

The price he must pay the bank for each house is shown on the Title Deed card for the property he wants to build on. The owner can still double rent from an opponent who lands on the unimproved properties of his complete color group. Following the above rules, a player may buy and erect at any time as many houses as his financial standing allows. He is allowed 4 houses per property. When he reaches that amount, he must begin to build hotels. As a player builds evenly, he must also break down evenly if he sells houses back to the bank.

Building Hotels

When a player has four houses on each property of a complete color group, he may buy a hotel from the bank and erect it on any property from the color group. The computer will retrieve the four houses from the property and replace it with one hotel. Only one hotel is allowed per property.

Building Shortages

When there is a housing shortage and the bank has no houses to sell, any player wishing to build must wait until houses are turned back to the bank. If there are a limited number of houses to sell and hotels available, and two or more players wish to buy more than is available, the houses and hotels will be sold by auction to the highest bidder.

Selling Property

Unimproved properties, railroads and utilities (but not buildings) may be sold to any player as a private transaction for any amount that the owner can get.

However, no property can be sold to another player if buildings are standing on any properties of that color group. Any buildings so located must be sold back to the bank before the owner can sell any property of that color group. Houses and hotels must be sold back to the bank at any time for one-half the price paid for them. All houses on one color group must be sold one-by-one, evenly, in reverse of the way they were purchased.

Mortgages

Unimproved properties can be mortgaged through the bank at any time. Before an improved property can be mortgaged, all the buildings on the property of its color group must be sold back to the bank at half price. The mortgage value is printed on each Title Deed card.

No rent can be collected on mortgaged properties or utilities, but rent can be collected on unmortgaged properties in the

same group.

In order to pay off the mortgage, the owner must pay the bank the amount of the mortgage plus 10% interest. When all the properties of a color group are no longer mortgaged, the owner can buy back houses at full price.

The player who mortgages property still owns it and no other player may buy it by paying off the mortgage. However, the owner may sell his mortgaged property to another player at any price agreed upon. The new owner may pay off the mortgage at once following the same procedure, or he may wait and pay the bank 10% interest when he buys the property plus an additional 10% when he pays the mortgage off.

Bankruptcy

A player is bankrupt when he owes more than he can pay either to another player or to the bank. If his debt is to another player, he must turn over all his assets to the player and leave the game. If he owns houses or hotels, he must return these to the bank in exchange for money totalling 50% of their worth. The creditor will receive the money. If he has mortgaged property, he also turns this property over to his creditor, but the new owner must at once pay the bank 10% of the value of the property or pay the mortgage off.

If the player owes the bank more than he can pay (because of taxes or penalties), even by selling his buildings and mortgaging property, he must turn over all his assets to the bank. In this case, the bank immediately sells by auction all property so taken except buildings. The player must leave the game.

Miscellaneous

Money can only be loaned to a player by the bank through the mortgaging of property. No player may borrow from or lend money to another player.

The Most Commonly Asked MONOPOLY® Questions

1. Must I go around the board once before purchasing property?

NO. You may begin purchasing property with the first available space you land on.

2. May I collect rent in Jail?

YES. You may collect rent and conduct business as usual while in Jail.

3. Do I receive any money for landing on Free Parking?

NO. If you land on Free Parking, you receive no money, property, or reward of any kind.

4. If I own all the properties of one color group, may I put three houses on one property only?

NO. Remember to build evenly. You may not put more than one house on any property of a color group until each property of that group has at least one house on it.

5. Must I wait until my turn to buy houses and hotels?

NO. You may transact business at any time between turns.

6. May I mortgage a property to buy other properties, houses or hotels?

YES. You may mortgage property to buy houses, hotels or other properties.

7. Common points relating to mortgaging:

- You need not own all properties of a color group in order to mortgage one of those properties. Property may not be mortgaged if there are buildings on that color group. The buildings must be sold back to the bank first.

- Even after one or more properties of a complete color group have been mortgaged, you may still collect double the rent on the unmortgaged properties of that group.

- If you own all four railroads and mortgage one or more of them, you may still collect $200 rent when an opponent lands on an unmortgaged railroad.

8. Don't forget:

- Whenever a card directs you to advance to any space, move forward, not backward.

- When assessed for street repairs, pay for all houses and hotels you own on the entire board at that time.

- If you pass GO after drawing a Chance or Community Chest card directing you to move to another property,

you collect $200 unless otherwise indicated by the card.

- When you pass GO, land on Chance or Community Chest, and then you're sent to Jail, you may still collect $200 because you passed GO before you went to Jail.

- Income Tax is 10% of your total assets: cash on hand, property, houses and hotels.

9. Are deals allowed between players?

YES. Unimproved properties, railroads and utilities (but not buildings) may be sold to any player as a private transaction for any amount the owner can get.

10. May I borrow money from another player?

NO. You may only borrow from the bank.

11. What happens in the event of a building shortage?

When two or more players are waiting to buy houses and hotels, the bank may auction the buildings to the highest bidder as they become available.

Adjusting the MONOPOLY®
Screen on your TV

Sega's MONOPOLY® uses the entire screen to display information during game play. On some TVs, the left edge of the game board may appear to be "out of screen." To adjust:

1. Start the game normally and press the PAUSE Button when the main MONOPOLY board is displayed. Then use the D-Button to shift the screen left or right as desired.

2. Press the PAUSE Button again to resume play.

This setting is automatically restored when you select the "PLAY SAVED GAME" option.

Handling The Mega Cartridge™

- The Mega Cartridge is intended exclusively for the Sega System™

- Do not bend, crush or submerge in liquids.

- Do not leave in direct sunlight or near a radiator or other source of heat.

90-Day Limited Warranty Sega® Card/Cartridge

To validate the following 90-day limited warranty, your sales slip or proof of purchase should be retained at time of purchase and presented at time of warranty claim.

90-Day Limited Warranty

Sega of America, Inc. warrants to the original consumer purchaser that this Sega Card™/Cartridge™ shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If defect covered by this warranty occurs during this 90-day warranty period, Sega will repair or replace the defective card/cartridge, at its option, free of charge.

This warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

To receive fast, reliable service, call the Sega Customer Service Department at the following numbers:

    Outside California: 800-USA-SEGA
    Inside California: 415-742-9300

Our Customer Service Department is in operation from 9:00 AM to 5:00 PM (Pacific Time), Monday through Friday. *Do not return your Sega Card/Cartridge to your retail seller.*

Sega's service center is located at the following address:

    Sega of America, Inc.
    Warranty Repair
    573 Forbes Blvd.
    South San Francisco, CA 94080

Limitations On Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc. be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations of exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.